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// this program (c)  2004

function set3dcombos()
{
combos = new Array(8);
for(i=0; i<8; i++) {
 combos[i] = new Array(8);
 for(j=0; j<8; j++) {
  combos[i][j] = new Array(8);
  for (k=0; k<5; k++)
   {combos[i][j][k]=0;}
}} }

function playreelstop()
{
mySound=new Sound(this);
mySound.attachSound("reelstop");
mySound.setVolume(100);
mySound.start();
}

function playwin0()
{
mySound=new Sound(this);
mySound.attachSound("smallwin");
mySound.setVolume(100);
mySound.start();
}

function playlever()
{
mySound=new Sound(this);
mySound.attachSound("lever");
mySound.setVolume(100);
mySound.start();
}

function paywin (symb1,symb2,symb3) {
win1=combos[symb1][symb2][symb3];
win=pays[win1];
money=money+win;
if (win>0) {playwin0();}
thiswin=thiswin+win;
winbox.text="$"+thiswin;
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moneybox.text="$"+money;
}

function showspin()
{
spins++;
if (spins==reelspins) {playreelstop();}
if ((spins==reelspins) and (reel=="big")) {clearInterval(intervalID);
leftsymbol=s;
attachMovie(name[s],nameid,depth);
a++;
clips[a]=nameid;
_root[nameid]._x=x;
_root[nameid]._y=y;
if (s!=6) {spinmiddletop();
} else {button._visible=1;}}

if ((spins==reelspins) and (reel=="medtop")) {clearInterval(intervalID);
middletopsymbol=s;spinmiddlemiddle();
}

if ((spins==reelspins) and (reel=="medmed"))
{clearInterval(intervalID);middlemiddlesymbol=s;
spinmiddlebottom();}

if ((spins==reelspins) and (reel=="medbot"))
{clearInterval(intervalID)middlebottomsymbol=s;spinrighttoptop();
}

if ((spins==reelspins) and (reel=="righttoptop")) {clearInterval(intervalID);
if (righttoptop=="yes") {paywin(leftsymbol,middletopsymbol,s);}

spinrighttopmid();
}

if ((spins==reelspins) and (reel=="righttopmid")) {clearInterval(intervalID);
if (righttopmid=="yes") {paywin(leftsymbol,middletopsymbol,s);}
spinrighttopbot();
}

if ((spins==reelspins) and (reel=="righttopbot")) {clearInterval(intervalID);
if (righttopbot=="yes") {paywin(leftsymbol,middletopsymbol,s);}
spinrightmidtop();
}

if ((spins==reelspins) and (reel=="rightmidtop")) {clearInterval(intervalID);
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if (rightmidtop=="yes") {paywin(leftsymbol,middlemiddlesymbol,s);}
spinrightmidmid();
}

if ((spins==reelspins) and (reel=="rightmidmid")) {clearInterval(intervalID);
if (rightmidmid=="yes") {paywin(leftsymbol, middlemiddlesymbol,s);}
spinrightmidbot();}

if ((spins==reelspins) and (reel=="rightmidbot")) {clearInterval(intervalID);
if (rightmidbot=="yes") {paywin(leftsymbol,middlemiddlesymbol,s);}
spinrightbottop();}

if ((spins==reelspins) and (reel=="rightbottop")) {clearInterval(intervalID);
if (rightbottop=="yes") {paywin(leftsymbol,middlebottomsymbol,s);}
spinrightbotmid();}

if ((spins==reelspins) and (reel=="rightbotmid")) {clearInterval(intervalID);
if (rightbotmid=="yes") {paywin(leftsymbol,middlebottomsymbol,s);}
spinrightbotbot();}

if ((spins==reelspins) and (reel=="rightbotbot")) {clearInterval(intervalID);
if (rightbotbot=="yes") {paywin(leftsymbol,middlebottomsymbol,s);}
button._visible=1;
}

if (spins!=reelspins) {

if (reel=="big") {
n=Math.floor (Math.random()*64+1);
if (n<3) {s=5;}
else if (n<7) {s=1;}
else if (n<13) {s=4;}
else if (n<22) {s=3;}
else if (n<32) {s=2;}
else if (n<43) {s=7;}
else {s=6;}}

else if ((reel=="medtop") or (reel=="medmed") or (reel=="medbot")) {
n=Math.floor (Math.random()*64+1);
if (n<3) {s=5;}
else if (n<6) {s=1;}
else if (n<11) {s=4;}
else if (n<19) {s=3;}
else if (n<28) {s=2;}
else if (n<37) {s=7;}
else {s=6;}}
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else {
n=Math.floor (Math.random()*64+1);
if (n<2) {s=5;}
else if (n<4) {s=1;}
else if (n<8) {s=4;}
else if (n<15) {s=3;}
else if (n<23) {s=2;}
else if (n<32) {s=7;}
else {s=6;}}

nameid=name[s]+reel+"id";
a++; clips[a]=nameid;
attachMovie(name[s],nameid,depth);
_root[nameid]._x=x;
_root[nameid]._y=y;}
}


function spinbig()
{spins=0;
money=money-9;
moneybox.text="$"+money;
reel="big";
name[1]="abig7"; name[2]="abigbar1"; name[3]="abigbar2";name[4]="abigbar3";
name[5]="abigwild"; name[6]="abigblank"; name[7]="abigcherry";
x=bigx;y=bigy;
intervalID=setInterval(showspin, inter);
depth=1;
}


function spinmiddletop()
{spins=0;
reel="medtop";
name[1]="amed7"; name[2]="amedbar1"; name[3]="amedbar2";
name[4]="amedbar3";name[5]="amedwild";name[6]="amedblank";name[7]="amedcherr
y";
x=medtopx;y=medtopy;
depth=2;
intervalID=setInterval(showspin, inter);
}

function spinmiddlemiddle()
{spins=0;
reel="medmed";
name[1]="amed7"; name[2]="amedbar1"; name[3]="amedbar2";
name[4]="amedbar3";name[5]="amedwild";name[6]="amedblank";name[7]="amedcherr
y";
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x=medmedx;y=medmedy;
depth=3;
intervalID=setInterval(showspin, inter);
}

function spinmiddlebottom()
{spins=0;
reel="medbot";
name[1]="amed7"; name[2]="amedbar1"; name[3]="amedbar2";
name[4]="amedbar3";name[5]="amedwild";name[6]="amedblank";name[7]="amedcherr
y";
x=medbotx;y=medboty;
depth=4;
intervalID=setInterval(showspin, inter);
}

function spinrighttoptop()
{spins=0; righttoptop="yes";
reel="righttoptop";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=righttoptopx;y=righttoptopy;
depth=5;
if ((leftsymbol!=middletopsymbol) and ((leftsymbol!=5) and
(middletopsymbol!=5)) or (leftsymbol==6) or (middletopsymbol==6))
{spins=reelspins; righttoptop="no";}
intervalID=setInterval(showspin, inter);
}

function spinrighttopmid()
{spins=0;
reel="righttopmid"; righttopmid="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=righttopmidx;y=righttopmidy;
depth=6;
if ((leftsymbol!=middletopsymbol) and ((leftsymbol!=5) and
(middletopsymbol!=5)) or (leftsymbol==6) or (middletopsymbol==6)){spins=reelspins;
righttopmid="no";}
intervalID=setInterval(showspin, inter);
}

function spinrighttopbot()
{spins=0;
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reel="righttopbot"; righttopbot="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=righttopbotx;y=righttopboty;
depth=7;
if ((leftsymbol!=middletopsymbol) and ((leftsymbol!=5) and
(middletopsymbol!=5)) or (leftsymbol==6) or (middletopsymbol==6))
{spins=reelspins; righttopbot="no";}
intervalID=setInterval(showspin, inter);
}


function spinrightmidtop()
{spins=0;
reel="rightmidtop"; rightmidtop="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightmidtopx;y=rightmidtopy;
depth=8;
if ((leftsymbol!=middlemiddlesymbol) and ((leftsymbol!=5) and
(middlemiddlesymbol!=5)) or (leftsymbol==6) or (middlemiddlesymbol==6))
{spins=reelspins; rightmidtop="no";}
intervalID=setInterval(showspin, inter);
}


function spinrightmidmid()
{spins=0;reel="rightmidmid"; rightmidmid="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightmidmidx;y=rightmidmidy;
depth=9;
if ((leftsymbol!=middlemiddlesymbol) and ((leftsymbol!=5) and
(middlemiddlesymbol!=5)) or (leftsymbol==6) or (middlemiddlesymbol==6))
{spins=reelspins; rightmidmid="no";}
intervalID=setInterval(showspin, inter);
}


function spinrightmidbot()
{spins=0;
reel="rightmidbot"; rightmidbot="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightmidbotx;y=rightmidboty;
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depth=10;
if ((leftsymbol!=middlemiddlesymbol) and ((leftsymbol!=5) and
(middlemiddlesymbol!=5)) or (leftsymbol==6) or
(middlemiddlesymbol==6)){spins=reelspins; rightmidbot="no";}
intervalID=setInterval(showspin, inter);
}


function spinrightbottop()
{spins=0;
reel="rightbottop"; rightbottop="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightbottopx;y=rightbottopy;
depth=12;
if ((leftsymbol!=middlebottomsymbol) and ((leftsymbol!=5) and
(middlebottomsymbol!=5)) or (leftsymbol==6) or
(middlebottomsymbol==6)){spins=reelspins; rightbottop="no";}
intervalID=setInterval(showspin, inter);
}


function spinrightbotmid()
{
spins=0;
reel="rightbotmid"; rightbotmid="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightbotmidx;y=rightbotmidy;
depth=13;
if ((leftsymbol!=middlebottomsymbol) and ((leftsymbol!=5) and
(middlebottomsymbol!=5)) or (leftsymbol==6) or
(middlebottomsymbol==6)){spins=reelspins; rightbotmid="no";}
intervalID=setInterval(showspin, inter);}

function spinrightbotbot()
{spins=0;
reel="rightbotbot"; rightbotbot="yes";
name[1]="asmall7"; name[2]="asmallbar1"; name[3]="asmallbar2";
name[4]="asmallbar3";name[5]="asmallwild";name[6]="asmallblank";name[7]="asmallc
herry";
x=rightbotbotx;y=rightbotboty;
depth=14;
if ((leftsymbol!=middlebottomsymbol) and ((leftsymbol!=5)
and(middlebottomsymbol!=5)) or (leftsymbol==6) or
(middlebottomsymbol==6)){spins=reelspins; rightbotbot="no";}
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intervalID=setInterval(showspin, inter);
}
name=[]; clips=[];a=0;
set3dcombos ();
for (i=0; i<8; ++i) {
for (j=0; j<8; ++j) {
for (k=0; k<8; ++k) {combos[i][j][k]=0;}}}
combos[7][5][1]=2; combos[7][5][2]=2; combos[7][5][3]=2;combos[7][5][4]=2;
combos[7][5][5]=3; combos[7][5][6]=2; combos[7][5][7]=3;
combos[7][7][1]=2; combos[7][7][2]=2; combos[7][7][3]=2;combos[7][7][4]=2;
combos[7][7][5]=3; combos[7][7][6]=2; combos[7][7][7]=3;
combos[2][2][2]=4; combos[2][2][5]=4; combos[2][5][2]=4; combos[5][2][2]=4;
combos[5][5][2]=4; combos[5][2][5]=4; combos[2][5][5]=4;
combos[3][3][3]=5; combos[3][3][5]=5; combos[3][5][3]=5; combos[5][3][3]=5;
combos[5][5][3]=5; combos[5][3][5]=5; combos[3][5][5]=5;
combos[5][5][1]=2; combos[5][5][2]=2; combos[5][5][3]=2; combos[5][5][4]=2;
combos[5][5][6]=2;
combos[4][4][4]=6; combos[4][4][5]=6; combos[4][5][4]=6; combos[5][4][4]=6;
combos[5][5][4]=6; combos[5][4][5]=6; combos[4][5][5]=6;
combos[1][1][1]=7; combos[1][1][5]=7; combos[1][5][1]=7; combos[5][1][1]=7;
combos[5][5][5]=8;
combos[5][7][7]=3; combos[5][7][6]=2; combos[5][7][1]=2; combos[5][7][2]=2;
combos[5][7][3]=2; combos[5][7][4]=2; combos[5][7][5]=3; combos[5][5][7]=3;
pays=[];
pays[1]=0; pays[2]=8; pays[3]=20; pays[4]=40; pays[5]=60; pays[6]=100;
pays[7]=1000; pays[8]=5000; pays[0]=0;
bigx=220;bigy=410; reelspins=125; inter=5;
money=1000; thiswin=0;
moneybox.text="$"+money; winbox.text="$"+thiswin;
medtopx=525;medtopy=150;medmedx=525;medmedy=400;medbotx=525;medboty=645;
righttoptopx=700;righttoptopy=50;
righttopmidx=700;righttopmidy=135; righttopbotx=700;righttopboty=220;
rightmidtopx=700;rightmidtopy=310;
rightmidmidx=700;rightmidmidy=390; rightmidbotx=700;rightmidboty=470;
rightbottopx=700;rightbottopy=560;
rightbotmidx=700;rightbotmidy=645; rightbotbotx=700;rightbotboty=730;
_root["button"].onRelease=function() {
button._visible=0;
for (i=0; i<a; ++i) {removeMovieclip (clips[i]);}
thiswin=0;
winbox.text="$"+"0";
playlever();
spinbig();}
```